## NEWS RELEASE

## STATE OF NEW HAMPSHIRE, DEPARTMENT OF TRANSPORTATION

Carol A. Murray, Commissioner

**For Immediate Release** 

July 13, 2004

**Contacts:** Mark Morrill

District 3 Engineer (603) 524-6667 Bill Boynton

**Public Information Office** 

(603) 271-6495

## TRAFFIC CALMING ISLANDS IN MEREDITH AND TAMWORTH TEMPORARY TRIALS ON US ROUTE 3 AND NH ROUTE 16

The New Hampshire Department of Transportation announces work is expected to begin this week on the construction of temporary traffic islands on US Route 3 in Meredith and NH Route 16 in the Chocorua Village area of Tamworth. These experimental traffic-calming projects are aimed at both slowing down motorists and assisting pedestrians. Both temporary islands will be removed shortly after Labor Day.

Initial work will take place in Meredith. A 50 feet long by eight feet wide pre-cast concrete island will be constructed at the north end of the Town Docks and Dover Street intersection in the existing center turn lane where it transitions into an extra lane heading north towards the Routes 3 and 25 traffic signals. The existing crosswalk will be temporarily relocated through the island in order to assist pedestrians.

A second traffic pre-cast concrete island will be constructed in Tamworth's Chorcorua Village on NH Route 16 north of the Post Office. In order to place the temporary four feet wide by 50 feet long island on the roadway centerline, it will be necessary to widen the existing pavement up to three feet on each side of Route 16. This island will remind motorists that this location is a village area, but will not have a crosswalk. Yellow tube delineators will also be placed on the Route 16 centerline south of the NH Route 113 intersection. Minor traffic delays can be expected during the construction period.

These NHDOT traffic-calming projects are being done in conjunction with input received from the Towns of Meredith and Tamworth. Public comments are welcome and can be mailed to:

NHDOT – District 3 2 Sawmill Road Gilford, NH 03249